

RUINS OF ADVENTURE



This new role-playing game module from TSR is based on SSI's first official AD&D® computer software release, *Pool of Radiance*.

Once again, the FORGOTTEN REALMS™ Campaign Setting provides the backdrop for the thrilling adventure in the city of Phlan. Fifty years ago, the people of Phlan were driven out by evil hordes. A band of heroes (or are they ???) has arrived to help restore order.

Pool of Radiance computer role-playing game players will find additional clues and background information in TSR's *Ruins of Adventure* module, to enhance their adventures in the computer version of this module.

Ruins of Adventure is now available at your local toy, book or hobby store.



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POOL OF RADIANCE

Adventurers Journal

FREE NEW PHLAN!

The New Phlan City Council is leading the fight to free their captive city. Heroes are retaking the city block by block from the evil hordes.

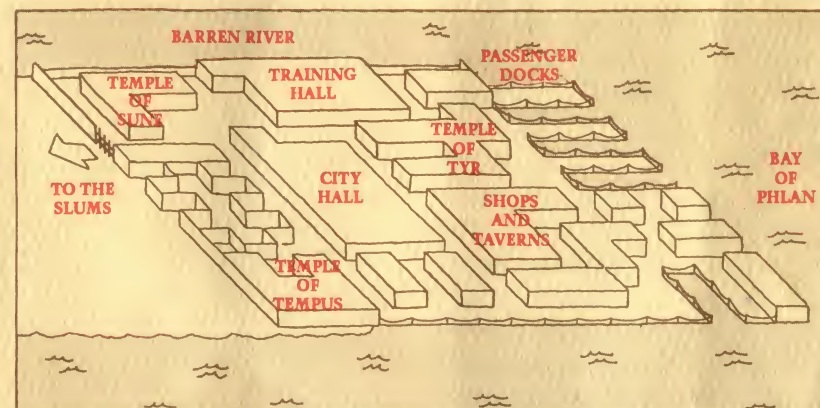
RICHES & FAME!

The council is looking for soldiers and rogues, mages and clerics, heroes of all kinds, to come to New Phlan. The wealth and land of an ancient city await those willing to reach out and take it.

GLORY!

Legends will be written about the heroic struggle to free New Phlan! Ships to New Phlan depart twice monthly. When you arrive, see the New Phlan City Council for the latest news and information.

MAKE YOUR FORTUNE IN NEW PHLAN!



The Civilized Area of New Phlan

What is the Adventurers Journal All About?

The Adventurers Journal is your guide to POOL OF RADIANCE. It includes fliers, maps, and information that your adventurers would know before beginning their quest. It also includes information that your adventurers will discover during their quest.

The journal is divided into several sections. The cover shows a recruiting announcement that tempted your adventurers to come to New Phlan and a map of the civilized area of the city. The next sections are a history of Phlan (pg. 2) and a bestiary of the monsters in and around Phlan (pg. 10). This is information your adventurers should already know, so read it carefully. The answer to Phlan's current plight may lie in its history.

The next three sections of the journal are information that the adventurers will come across during their adventure. POOL OF RADIANCE assumes that your characters, being careful and thorough adventurers, keep a written journal of important items that they find during their quest. Such items include announcements from the city council (Proclamations, pg. 13), information collected during an adventure (Journal Entries, pg. 16), and tales overheard in taverns (Tavern Tales, pg. 33).

During the game you will be referred to the entries in the Adventurers Journal for additional information. For example, if you go to the Hall of the City Council the program will refer to the council's currently listed Proclamations by number. Look up the specific numbered proclamations and read them. Ignore the other Proclamations until they are posted.

The game will also reference Journal Entries and Tavern Tales by number. When such a reference appears, look up the specific numbered entry and read it.

These items are information the adventurer would copy into his journal. As items are referenced check them off in the margin so you later know which items have come up during the game.

Not every Proclamation, Journal Entry, or Tavern Tale in this journal is actually true. Many entries are only rumors, dreams, or plain lies. Resist the temptation to read ahead in the journal; the true items may reveal information your adventurers couldn't know yet, and the false items will contain information that can lead them astray. When you've finished the game you can read through the whole journal and spot the false entries.

The final sections in the journal include reference material for playing the game. These appendices (pg. 35), are a quick reference for specific game information you may need during play. Together, all of the sections should give you everything you need to complete the quest in POOL OF RADIANCE.

A History of Phlan and the Moonsea Reaches

A Discourse on This Area and its Problems

by Jeff Grub

To most inhabitants of the lands of the Inner Sea, the Moonsea and its cities represent the border between civilization and barbarism. The Moonsea sits like a great plug straddling the territory between the Mountains of Vaasa and the Nomad Steppes, protecting the southern territories from the incursions of savage Northerners. To the south of the Moonsea lie the civilized lands of Cormyr and Sembia. To the north lay hundreds of square miles of cold and unforgiving waste. Even when the southern kingdoms are themselves besieged by orcish hordes, dragons, and fell monsters, they take comfort in the fact that, 'It's worse around the Moonsea.'

The Moonsea Reaches are defined by sages as being those lands bordering on the Moonsea and its major contributing rivers. These major rivers are the Tesh, flowing past the shadowed battlements of Zhentil Keep; the Wyrmsflow, a cold stream flowing from the east; the Duathamper, also called the Evenflow, beginning deep in the heart of the Elven Court and flowing north; and the Barren River which flows out of the Dragonspine Mountains and into Phlan. The River Lis carries the waters from the Moonsea south to the Inner Sea.

The Moonsea itself is an odd combination of abyssal deep spots, ship-ripping shoals, and rich fresh-water reefs. Despite this, travel across the Moonsea is generally safer than making the journey on land, so that most of the major merchant activity is by water.

This is not to say that the Moonsea is without dangers. While monsters are more infrequent along the Moonsea, those that exist are generally more powerful than their landed cousins.

Regions of the Moonsea are recorded as being haunted, and there have been numerous sightings of ghost ships.

The Ancient City of Phlan

Phlan was the first great city of the Moonsea, reaching its peak some thousand years ago. In those days, the Moonsea was better known as the Dragon Sea, named for the large numbers of great Wyrms that inhabited that area and the regions to the north. The Barren River was then called the Stojanow, a dwarvish word meaning 'Trade Route,' for it was down this passage the ore-laden barges floated, bound for the south. Early Phlan was a trading outpost on the north shore of the Moonsea, set up to facilitate trade between the Elves of Myth Drannor (the most powerful elven capital of the time) and the tribes of Thar, Vaasa, and the Ride, as well as the Dragonspine Dwarves.

Trade between the powerful elves, the wild humans, and merchant-dwarves was a great success for all sides. Soon Phlan was the most powerful city on the Moonsea, outshining its only rival, the Elven Docks of Hillsfar, on the south coast.

At this time, the elves planted the Quivering Forest north of the city. This copse was mildly enchanted, hastening the growing season to produce a great woods in the span of a human generation. Though the woods have been felled on a number of occasions, it has always returned to its original form, becoming a light woods within two years, and a deep shadow-filled forest by the end of a man's life.

The elves, the legend says, first discovered the Pool of Radiance. Its description has varied through the passage of the years. Many wise sages have declared it a myth and a con-man's gambit. The location of the Pool changes from tale to tale. Sometimes it is deep in the heart of an eternal wood, sometimes on an island circled by great wyrms, and sometimes in the heart of a huge solitary peak that rises above all others in the Dragonspine Mountains.

It is said that the pool glows with its own energy. Those that approach it feel new power within their bones, while an unreal melody holds them in a rapture. Legends say that the Pool's power created the Quivering Forest and caused the Sorcerer's Isle to appear.

The Pool is said to bring great power to the worthy, and death most horrible to the unworthy. Some tales say that the individual should drink it, bathe in it, or throw coins into it and wish. There are numerous folk tales of the wise fool stum-

bling upon the Pool, and gaining wondrous power or meeting a gory end. The abilities of the Pool change according to the needs of the tale-spinner. In any event, a trader or adventurer who encounters a sudden windfall or great riches is said to have 'visited the Pool.'

Whether the Pool is real or some literary invention, the First City of Phlan (also called Archaic Phlan) survived in peace for many generations of men. In the end, outside influences brought about its downfall. Settlers began to intrude from the lands of Cormyr and Sembia into the south of the Elven Court. At the same time, the beast-men of Thar, which are today called ogres, began gathering into large hordes, ravaging the countryside.

Phlan built mighty walls and withstood a decade of constant invasion. In the end, its fate was sealed by the elves withdrawing within the Court combined with the dwarves pulling back into western reaches of the Dragonspine Mountains.

With its trading lifeline cut, Phlan fell into disrepair. When the Black Horde finally demolished the city walls in the Year of the Tusk (112 DaleReckoning), they found little but an empty husk. The greatness that was Ancient Phlan had passed.

Greathammer and the First Rebirth of Phlan

Phlan remained relatively uninhabited for the next 500 years. The city's position at the mouth of the Stojanow did make it a useful meeting place for traders. Twice during this period a pirate community grew on the ruins of Phlan. The first time they were burned out by a navy sailing from Mulmaster. The second time a group known as the Red Horde, led by a red dragon of incredible age, leveled the community. Following this attack, buccaneers never regained their power in the Moonsea (though small bands still persist).

With time, the civilizations of man moved further north, the greater beasts retreated, and many cities were founded on the shores of the Moonsea. Yet the beasts did not retreat far. Dragons nested in the Dragonspine Mountains, ogres raided from the Great Grey Land of Thar, and horrible undead things lingered in the swamps and in the passes through to Vaasa.

Hillsfar retained its elven ties and flourished even as Phlan's power was deteriorating, growing from a small town into a large prosperous city. The foundations of Zhentil Keep and Mulmaster were laid while Phlan lay in ruins. Small towns such as Melvaunt, Thentia, and Elmwood were started during this period. The inland city of Yulash, situated atop a great mount that dominates the southwestern corner of the lake, rose to the zenith of its power during this time.

In 712 DR, the year of the Moon's Tears, Milsor the Valjevo, Founder of the Valjevo Dynasty, journeyed to Phlan to re-establish the city as a

trading outpost. He was aided in his task by the Wizard Rimon and the Priestess Alonius of Tyr.

Milsor, Rimon, and Alonius gathered together interested adventurers and cleansed the city of the evil orcs and goblins that had made it their lair. They cleared the banks of the Stojanow and drove the arch-lich Zanakar from the Sorcerer's Island in the center of Lake Kuto. In return for his efforts, Rimon was given the Sorcerer's Island as his home. Alonius, in turn, was given a wide area in the recovered regions of Phlan as a temple to Tyr, the god of justice.

By 750 DR the temple complex had been finished. In its day, it was said to be the largest temple of good in the entire North. The city as well had recovered, and large numbers of immigrants arrived. Some were natives of other Moonsea cities seeking to make or expand their fortunes in the new lands. But others arrived as well, including men of the Dalelands and Sembians, as well as farmers and lumbermen, intent on making the region their home.

The newcomers built on the ruins of the old city, often not checking what had lay beneath their foundations. Some curious souls reported great, twisting passages leading far beneath the earth. Exploring such areas was first discouraged. It was later outlawed after a party of adventurers freed an extremely large beholder. The newcomers, led by Valjevo and his heirs, closed off the passages choosing to ignore the past and seeking only the future for their city.

The dalesmen spread up the Stojanow River. They diverted the river's flow and turned the rocky terrain into a rich landscape of fields and orchards. The reach of the farmlands extended from Lake Kuto to the city of Phlan at the mouth of the river. Some say the land was so rich because of the proximity of the enchanted Quivering Forest. Others ascribe the bounty to the wizardries of Rimón. Still others credit the series of dikes and levees that the farmers, aided by magical spells, used to harness the river itself.

Whatever the cause, the healthy harvests of the Stojanow River Valley provided Phlan with a solid trading base. For the next 200 years Phlan was the center of trade around the Moonsea. Its grains, fruits, and tubers filled vaults from Mulmaster to Zhentil Keep. It appeared that civilization, after a false start, had finally made a major foothold in the lands north of the Moonsea.

Such was not to be the case, for the forces of good and evil ebb and flow like the shores of the Moonsea itself. In the 195th year of Phlan, (907 DR), the golden age ended in rust. A plant rust, which affected most of the farmlands around Phlan, destroyed harvests for the next three years. Suddenly the Moonsea reaches were in the grips of a powerful famine, relieved at great cost with shipments from the south. There was great suffering, and other cities, once so enamored of Phlan's gentle power, were resentful that it had failed.

The native Phlanars were resentful as well. Their once good rulers had fallen into a sloth and ease in the centuries since the reestablishment of the

city. The Valjevo blood was said to run thin in the Princes and Princesses of Phlan. They reacted to the plague infesting the grain by first ignoring it, then setting up committees, and finally legislating it out of existence. Only when the magnitude of the problem became clear, did they act. Even then they failed their people, overreacting to the point of placing a ban on all shipments out of the city, seeking to keep what supplies were left for the native population.

The other cities, already angry with Phlan for its rising prices in the face of the plague, rebelled against this new measure. Fleets from Mulmaster and Hillsfar began to raid cargos destined for the city. Smugglers operated out of the Twilight March and Stormy Bay despite official attempts to enforce the ban on shipments.

A large land force equipped with siege machinery set out from Zhentil Keep toward Phlan. The force encamped at Stormy Bay while the ruling heads of Phlan negotiated to spare the city. In the end, the Keeper force was turned back through a massive payment to their leaders. These leaders were the first appearance in Phlan record of the Zhentarim, which would increase in power over the next 300 years.

During this activity, Rimón, now old in the ways that only wizards can be old, disappeared from his rocky abode. What became of Rimón is unknown, for the rulers of Phlan had not sought his council for a generation. Some say he became a lich himself, using the methods discovered by Zanakar. Others say that he sacrificed himself in battle on a far-distant plane in order to save the lands of Phlan. Still others state that he had found the Pool of Radiance and

became a great and powerful being in some other part of the Realms. Most likely Rimón merely fell prey to the effects of old age as all mortals do. Whatever the cause, Rimón was never seen again in the Realms, and his citadel became a haunted, abandoned ruin within a decade.

The Famine of the Red Plants passed after three seasons, and an abundant harvest returned to Phlan. But the harvests were never to be as great as before, nor the fruit from the orchards as sweet. Whatever magic, true or imagined, that had reestablished Phlan passed. The city began to become gray and ordinary, losing power to the Keepers and the men of Mulmaster. The golden age was over.

The Valjevo Princes, their blood thin indeed, continued for another century. The century was filled with petty wars between the various city-states. No longer the leading city of the Moonsea, Phlan battled with its rival more often. Piracy, or rather privateering, was on the rise, a situation that continues to this day among the city-states.

Phlan was wracked by interior torments as well. The people of the city were well aware of their loss of power and prestige. Farms north of Phlan were now being abandoned. Dark shadows lurked between the massive trunks of the trees in the Quivering Forest. An attempt to clear a path through that growth in 1023 DR resulted in the death of the last surviving Great Prince of the Valjevo family.

The death of the Great Prince resulted in a three-year civil war within the city, as various factions supported different candidates to take the mantle of the Great Prince. All candidates' claims upon the royal blood were questionable

and every faction sought to control Phlan's future through placing their choice on the throne. During this time, the great temple of Tyr was looted and burned, leaving only a great blackened shell. Many of the leading merchant families fled to other climes.

In the end, the last survivor was a young noble supported by a group of powerful merchants. They created the first Council of Phlan to act as regents for the youth. The Council spoiled the child, who grew into a spoiled man who was unable and unwilling to take the reins of power. He died without issue forty years later, and the Council has ruled ever since.

The Fall of Phlan

The last 300 years of Phlan have been a continual retreat from the greatness that once was. Smaller rural towns were abandoned in the face of increasing evil to the north. Sorcerer's Isle was said to be inhabited again by fell powers. The city fell back upon that which it did so well so long ago: trading. It began to serve again as the middleman between the new powerful Northern tribes and the established nations of the South. For a short time, about a hundred years ago, the awful tide of retreat seemed to be halted and the city was on its way to becoming a prosperous trading town once more.

Yet dark things continued to lurk on the borders of Phlan. Sorcerer's Island was said to be inhabited by Yarash, an evil mage who was said to be seeking Rimón's power, the Arch-Lich's

magic, the Pool of Radiance, or all three. The greatly diminished Dwarven Nations of Dragonspine reported great hordes of orcs and ogres attacking their citadels, and their barge trade came to a complete halt. Small towns and hamlets were raided and burned with increasing regularity, sending refugees to Phlan seeking passage to safer lands.

Then disaster struck. Raiders from the north, aided by dragons and other dangerous creatures, poured down out of the northlands. The Quivering Forest was burned in a massive fire that dominated the sky for a month. Monstrous hordes containing every imaginable creature marched with horrifying precision toward the city.

The Council debated, argued, and debated again while the hordes drew nearer, much as the last Valjevo Princes did in their long-ago folly. Finally, they chose to fight, but were overwhelmed by the forces of orc and dragon. Phlan burned and fell to the forces of evil, who looted and pillaged that which remained.

The last remnants of the Council stood their ground, trying to evacuate as many citizens as possible. Of the council members, the Last Priest of Tyr, Ferran Martinez, held the last garrison, Sokal Keep, which stood at the mouth of the Barren River. It is said that Ferran placed a terrible curse upon the Keep to prevent anyone from taking it.

In the end, even the waters of the Stojanow river turned poisonous and murky, and the river took its present name, the Barren. The rich farmlands of the Stojanow River Valley were laid waste and became known as the Scoured Lands.

The Reemergence of Phlan

That should have been the end of Phlan's story, but it is not so. Men remember the tales of Valjevo, who brought the first city of Phlan back from its ruins. Adventurers, smugglers, and small traders visited the region and brought back tales of Phlan under control of its evil masters. Many of the buildings were burned, but many others were spared. The shell of the temple of Tyr had been rebuilt, dedicated to some darker, more evil god. Zhentarim spies and agents of dark Vaasan nobles met and planned in Phlan, and the riches of the ages still survived for those who sought to look

In time, more modest men returned to Phlan to rebuild her. A stockaded community rose from among the rubble of the past glories. These men intended to engage in the same profession as those before them, for Phlan still occupied a prime position for trading on the Moonsea. However, until the city was cleared, the Barren River made clean, and the competing city-states pacified, Phlan was likely to stay in impoverished ruins.

Two years ago, in the Year of the Worm, two things happened that would mean a change of Phlan's future. First was the Flight of the Dragons that surged through the northern regions of the lands of the Inner Sea. Due to a cause unknown, great wyrms come down from the far north destroying all in their path. These are not the rare, opportunistic dragons seeking alliance with humanoid tribes, but rather huge waves of angry scaled monsters, bringing destruction where they travel.

Many of the Moonsea and Daletowns suffered great destruction in

the battles that followed. Yulash was utterly ruined by the attack, and Hillsfar was greatly damaged. The most telling blow was delivered by the body of a great dragon that fell into the Hillsfar harbor, blocking that entrance for a month.

Much of Phlan was also smashed into a smoking ruin by these beasts. Strangely, it worked in the favor of those men who lived there. Most of the damage was taken in the already-ruined section of the city, where various evil warlords vied for control and riches. The attack of the dragons broke their power, creating a vacuum in the control of the city and giving the men of Phlan a chance to re-establish themselves and their homes.

Yet this would not occur without leaders, and the reappearance of the Council of Phlan was the second great thing to occur in the city. Descendents of the last Council still survived all the turmoil that had occurred, and many families wished to return to the land. These leaders were no great mages or wondrous fighters, but traders, merchants, and clerics. Their leaders, who remain to this day, were the shrewd and powerful trader Ulrich Eberhard, the retired mercenary captain Werner Von Urslingen, and the Bishop of Braccio of Tyr. They have been joined by their junior member, Porphyrys of the ancient House Cadorna.

Together the council has proposed exactly that which Valjevo accomplished so long ago, clearing the city by means of recruited adventurers. The promise of great treasure and the myth of the Pool of Radiance provided adventurers with an irresistible draw. The Council published notices and paid traveling bands to make sure that the story of Phlan's waiting riches was distributed all around the Moonsea and beyond.

Phlan Today

The city of Phlan, built on ruins upon ruins, is a city at war. It is divided between the human forces of the Council, and those evil forces that hold a great deal of the city under their sway.

The human territories of Phlan are nestled behind a strong stockade of stone quarried from the ruins and trees lumbered from the Quivering Forest. A substantial city-guard patrols the openings in the walls at all hours, always ready to repel any attacks by the old city's evil inhabitants.

The buildings of rebuilt Phlan are sturdy and utilitarian, with little of the splendor of the ancient past. The glories of the past shine through in an ancient column now used to support a stable's wooden roof or a faded fresco overlooking an adventurer's taproom. The past is always with the inhabitants of Phlan, reminding them of what once was and could yet be again.

The natives of Phlan are a mixed group, including descendents of the families of Valjevo's day and returnees who seek to reclaim lands and treasure lost to the dragon horde fifty years ago. The city is also filled with adventurers seeking new fortunes and traders hoping to reestablish the old trading lines.

Orcs and other generally evil humanoids are viewed with alarm within the city, though evil humans come and go unmolested with the ships. It is said that spies from the other cities of the Moonsea make regular calls with the ships, oversee

ing the progress of the Council in re-establishing the city. If the Council is TOO successful, some say, then sabotage may be in order to prevent Phlan from returning to its former power.

The lands beyond the civilized stockade are wild ruins controlled by whatever local faction or tribe holds that piece of land. Control lasts only as long as the reach of claw or sword. Petty bands of orcs, goblins, and men vie for power, some led by more sinister monsters.

Much of Phlan's ruined greatness can be found in the Old City. The main sights include: the forgotten riches of the wealthy old noble's houses; Podol Plaza, the center of the old trading district; and the Old Temple, now dedicated to the dark god Bane. Valsevo Castle has been refortified and is being used as a headquarters for one faction leader or another.

Phlan remains now, as it has ever been, a city with the greatest of potential. In the cycles of its rise and fall, legends have arisen before. In engineering New Phlan's renaissance, new legends are sure to emerge.

The Phlan Area Bestiary

This is a list of some of the monsters found in and around Phlan and the north shore of the Moonsea. Most monsters can strike fear into the hearts of men, but some are more powerful than others. The monster's reputation is reflected in its monster level, listed as a Roman numeral after its name. Level I monsters are less powerful than a well-equipped beginning fighter. A Level VIII monster may be more powerful than several heroes.

Anhkeheg (VI): Large burrowing insects with great mandibles. These creatures have been known to spit a powerful acid.

Basilisk (VII): A giant eight-legged lizard. One of the most dangerous creatures in the realms because their gaze can turn creatures to stone!

Bugbear (IV): Hideous giant sized goblins who stand over seven feet in height. Bugbears look clumsy but are strong, quick fighters with great stealth.

Centaur (IV): These good creatures are half men and half horse. They are capable fighters and can be valuable allies.

Displacer Beast (VI): These creatures are large, black puma-like creatures with two tentacles sprouting from their backs. These creatures can appear several feet from their actual location.

Drider (VI): These creatures resemble a cross between a drow elf and a giant spider. They are powerful spell casters.

Efretti (VII): These large powerful jinn are from the elemental plane of fire. They are very arrogant and will only serve a powerful master

Ettin (VII): These creatures look like giant two-headed orcs. They have great strength and usually wield two spiked clubs that inflict terrible damage in combat.

Fire Giant (VIII): These evil giants have flaming red hair and are immune to all fire. They usually attack with giant two-handed swords.

Giant Frog (III): These are giant carnivorous frogs. They are fast, dangerous predators who may be poisonous.

Giant Lizard (IV): These are the giant cousins to the common lizard.

Giant Mantis (VII): These are the giant version of the common mantis. These creatures are fast, strong, and have good armor.

Giant Scorpion (VI): These are the giant version of the common scorpion. Its poisonous tail can kill a man.

Giant Snake (V): These are giant poisonous snakes.

Ghoul (III): These are evil undead whose touch may paralyze a man in combat. They feed on corpses and attack all living creatures on sight.

Gnoll (II): These creatures are hyena-headed humanoids who stand over seven feet tall.

Goblin (I): These are small humanoids common in the Realms.

Hill Giant (VII): These are one of the smaller, more stupid giants, but they are still tough opponents. They usually carry large clubs.

Hippogriff (III): These magnificent creatures have the forelimbs and head of an eagle and the body and hind legs of a horse.

Hobgoblin (II): These are human-sized, intelligent relatives of the goblin.

Kobold (I): These are small, cowardly humanoids who delight in killing and torture.

Lizardman (III): These are lizard-like humanoids. They are omnivorous but they have a particular fancy for human flesh.

Medusa (VI): These are hideous women with snakes for hair. They can turn a man to stone with their gaze.

Minotaur (VI): These are strong bull-headed humanoids. They are cruel man eaters, commonly found in mazes.

Mummy (VII): These are powerful undead with great strength. The mere sight of one has been known to paralyze a man in combat. The touch of the mummy causes a strange rotting disease.

Nymph (V): These are extremely beautiful creatures that appear as ever-young females. They usually inhabit wild lakes and streams.

Ogre (IV): These are large, foul-tempered, ugly humanoids. They are strong fighters.

Orc (I): These are evil, pig-faced humanoids.

Phase Spider (VI): These are giant poisonous spiders with the ability to phase in and out of this dimension. Usually they only 'phase in' to attack, then 'phase out' again.

Quickling (IV): These are small, fast-moving creatures. Because of their great speed they are invisible when they move.

Skeleton (I): These are the least of the undead. These animated skeletons are usually controlled by some evil force.

Spectre (VII): These are one of the most powerful of the undead. Their touch can drain the life out of men.

Stirge (II): These are small, blood-sucking birds.

Thri-kreen (VI): These are intelligent, carnivorous insect-men who live in burrows. They have four arms and a poisonous bite that paralyzes their foes.

Tiger (V): These are noble beasts who are both strong and silent. Though their normal prey are animals, they have been known to become 'man-eaters.'

Troll (VI): These are large, strong, ugly humanoids. They know no fear and can regenerate wounds.

Vampire (VIII): These are one of the most dreaded undead in the Realms. They can drain life levels, are strong fighters, and are sometimes powerful magic users.

Wardog (III): These are large, strong dogs, trained to kill. Orcs, goblins, and other evil humanoids are known to use them.

Wight (VI): Evil, undead humans whose touch can drain the life out of a man.

Wild Boar (IV): These creatures are the wild relatives of the pig.

Wraith (VI): These creatures are non-corporeal undead. Their touch can drain the life out of a man.

Wyvern (VII): These creatures are distant relatives of dragons. They attack by biting and using the poisonous sting in their tail.

Zombie (IV): Magically animated corpses controlled by an evil force. Zombies always fight back until destroyed or turned.

The Proclamations of The City Council of New Phlan

These messages are posted on the wall of the City Hall. They represent messages that the City Council wants to relate to the citizens and adventurers in New Phlan. When you go to City Hall the game will refer to the posted proclamations by number. Each proclamation begins with:

From the City Council of New Phlan to all brave and hearty adventurers:

Proclamation LIX

Be it known that the council is interested in reclaiming the remaining blocks of the city of New Phlan. To reclaim said blocks they must be first cleared of monsters, vermin, and other uncivilized inhabitants. To this end the council is offering a reward to any person or group who is responsible for clearing any block of the old city.

Proclamation LXIV

Be it known that the council is interested in acquiring information as to the disposition of various formerly-living entities rumored to be harassing honest citizens in the vicinity of Valhigen Graveyard. A reward is offered to any person who shall travel to said graveyard and return an eye-witness account.

Proclamation LXXVIII

Be it known that the council is offering a reward to any person or persons who can provide information as to the disposition of several council agents who have been sent to investigate the unseemly happenings in the vicinity of Valhigen Graveyard.

Proclamation CI

Be it known that the council, knowing that commerce is the life's blood of New Phlan, has decreed that Sokal Keep is to be cleared of all unlawful inhabitants. A reward is offered to the person or persons who successfully carry out this commission. All interested in applying for said commission shall present themselves to the clerk of the council.

Proclamation CIX

Be it known that the council is offering an inducement to any individual who shall serve in the rescue force for the mercenary band of Taimalg-the-Invincible which has disappeared inside Valhigen Graveyard.

Proclamation CX

Be it known that the council is seeking a stalwart band to undertake a mission of particular sensitivity. Any brave and clever band of adventure seekers who are not adverse to earning a large reward should present themselves to the council clerk for a special commission.

Proclamation CXIV

Be it known that the council is offering a special reward for the safe return of the heir to the House of Bivant. Said minor was carried off during a buccaneer attack on the merchant ship in which he was sailing. Apply to the council clerk for the council's commission and additional information as to the abduction.

Proclamation CXX

Be it known that the council has decreed that the threat of the pirates who plague eastern shipping to New Phlan will be eliminated. The council offers a generous reward for the exact location of the pirates stronghold in the Twilight Marsh. An even greater reward is offered for the elimination of the pirates as a threat to shipping. Apply to the council clerk for a commission.

Proclamation CXXVI

Be it known that the council is offering a reward for all books and tomes containing information about the fall of Phlan. The amount of said reward to be dependent upon the value of the information provided.

Proclamation CXXIX

Be it known that the council has decreed that the foul poisoning of the river formerly known as Stojanow is to be brought to an end. Accordingly, a reward is offered to any group which shall travel up the river currently known as Barren, locate the source of its poisoning, and eliminate said source. A commission may be obtained from the council clerk.

Proclamation CXXXIV

Be it known that the council has declared those individuals who have taken up residence in the mansion of the former Koval Family to be traitors and thieves. Be it further known that a reward has been offered for the elimination of these outlaws. A commission to rid the city of this blight may be obtained from the council clerk.

Proclamation CLIV

Be it known that the council has proclaimed a generous bounty for each undead killed. Be it also known that in addition to said bounty, the council is willing to provide a special enchanted item, useful in the destruction of undead, to any group of adventurers which accepts the commission to cleanse Valhigen Graveyard. Apply to the city clerk for said commission.

Proclamation CLVI

Be it known that the council is seeking a hearty band to undertake a mission to rescue the Duchess of Melvaunt. The duchess is supposedly being held by a band of ogres in a camp to the northeast of Phlan. A generous reward is offered for the safe return of the duchess. Apply to the council clerk for commission and additional information concerning the abduction.

Proclamation CLXX

Be it known that the council is interested in obtaining information concerning bands of insect men known to plague the grassy planes to the west of New Phlan. Said insect men are a hazard to transportation to and from Zhentil Keep. A reward is offered to any person or persons who return with complete infor-

Tavern Tales

The taverns of New Phlan are filled with scoundrels, con-men, and adventurers - every one a liar and a gossip. The following tavern tales represent such rumors and lies.

When you are in a tavern, you may be referred to a particular tale by number. Find and read that tale. If you really think of your adventurers as rumor mongers, read all the tales.

Some of these tales are true, some are based on truth, and some have never been corrupted by a hint of truth. Even when a tavern tale is referred to by number, it might be false.

Tale 1: Far to the northeast, in the midst of a vast swamp, lie the uninhabited ruins of a powerful wizard's castle.

Tale 2: A drunk bard sits in a corner of the tavern spinning a seemingly endless tale, but no one is listening.

Tale 3: Wells throughout the city often provide access to hidden dens and underground passages.

Tale 4: An english lord commandeers one corner of the bar to lecture on the ultimate range of his adventures. The crowd ignores him.

Tale 5: To the east of Phlan lies a gleaming castle of gold that shifts its location from time to time.

Tale 6: A weird looking wizard, dressed all in black, sits alone and mumbles into his beer, 'I'll return next time and show them all!'

Tale 7: Great treasures are to be found on the banks of the Barren River as one ventures northward.

Tale 8: The graveyard is controlled by a very powerful and clever undead creature.

Tale 9: A puzzled patron with a limited vocabulary questions everyone he comes across about how to complete a manuscript dated 1977 GUE. Unfortunately, no one can help him.

Tale 10: To the west lives a tribe of insect-men who worship normal men and give valuable gifts to all who visit them.

Tale 11: The Dragonspine Mountains are inhabited by a race of evil dragons who lure travelers to their lairs and slay them.

Tale 12: A bedraggled adventurer decries, 'There was a man called turtle, walls that aren't there, living daggers; I never did figure out what was going on!'

Tale 13: A master thief has set up a hidden training ground deep in the old city, right under the noses of monsters.

Tale 14: Ogres who live to the east of Phlan are holding captive a princess for whom a huge reward has been offered.

Tale 15: The merchants of Zhentil Keep are setting up a trading base far to the west of Phlan. They're hiring caravan guards for good wages.

Tale 16: Buccaneers operate a slave auction out of a hidden camp near Stormy Bay.

Tale 17: An old sage sits in a corner with a dark wizard. 'You're right,' laughs the sage, 'they'll do anything I tell them to, no matter how silly or phantastic.'

Tale 18: Off to the east of Phlan roams a tribe of marauding nomads. They have been pillaging villages in the plains with the help of a powerful artifact they have discovered.

Tale 19: Mighty tribes of wild dwarves, thousands of them, roam the Dragonspine Mountains, destroying villagers and killing travelers.

Tale 20: 'I was totally confused; it was like being lost in the darkness,' sighed the overwrought adventurer. 'Rabbits, hats, bowling balls? Where in the realms was I?'

Tale 21: The monsters in Phlan are led by one of the generals who sacked the city a generation ago. The general has used great magic to make himself immortal.

Tale 22: A vast fortress of kobolds dominates the western tip of the great swamp. These normally weak creatures grow to great size and have extraordinary powers here.

Tale 23: An ancient Silver Dragon still lives up in the Dragonspine Mountains. The dragon is not evil and will help travelers who battle evil.

APPENDICES

MONEY CONVERSIONS

Coin Type	Gold Equivalent
Copper	200 cp = 1 gp
Silver	20 sp = 1 gp
Electrum	2 ep = 1 gp
Gold	1 gp = 1 gp
Platinum	1/5 pp = 1 gp

SPELL LIST

This is a listing of spells available to player character clerics and magic-users as they gain in level.

FIRST LEVEL CLERICAL SPELLS

Bless/Curse
Cure Light Wounds/Cause Light Wounds
Detect Magic
Protection from Evil/Protection from Good

SECOND LEVEL CLERICAL SPELLS

Find Traps
Hold Person
Resist Fire
Silence 15' Radius
Slow Poison
Snake Charm
Spiritual Hammer

THIRD LEVEL CLERICAL SPELLS

Animate Dead
Cure Blindness/Cause Blindness
Cure Disease/Cause Disease
Dispel Magic
Prayer
Remove Curse/Bestow Curse

FIRST LEVEL MAGIC-USER SPELLS

Burning Hands
Charm Person
Detect Magic
Enlarge/Reduce
Friends
Magic Missile
Protection from Evil/Protection from Good
Read Magic
Shield
Shocking Grasp
Sleep

SECOND LEVEL MAGIC-USER SPELLS

Detect Invisibility
Invisibility
Knock
Mirror Image
Ray of Enfeeblement
Stinking Cloud
Strength

THIRD LEVEL MAGIC-USER SPELLS

Blink
Dispel Magic
Fireball
Haste
Hold Person
Invisibility, 10' Radius
Lightning Bolt
Protection From Evil, 10 Radius/Protection From Good, 10' Radius
Protection from Normal Missiles
Slow

ARMOR LIST

Armor Type	Weight In gp.	AC	Maximum Movement*
None	0	10	-
Shield, Small#	50	9	-
Leather	150	8	12 squares
Padded	100	8	9 squares
Studded	200	7	9 squares
Ring	250	7	9 squares
Scale	400	6	6 squares
Chain	300	5	9 squares
Splint	400	4	6 squares
Banded	350	4	9 squares
Plate	450	3	6 squares

* A character carrying many objects, including lots of coins, can be further limited in movement to a minimum of 3 squares per turn.

A Shield subtracts 1 AC from any armor it's used with.

TABLE OF EXPERIENCE PER LEVEL

The following shows the amount of experience a character must earn to gain a level in his character class. All experience earned by multiple-class characters is divided by the number of classes. When a character has earned a gain in level for one class but not another, the Show command shows his highest level. Thus, a

character who is a fighter-thief and has earned 1,800 experience points in each class (a total of 3,600 XP), will be shown to be 2nd level because he has earned that level as a thief, though not as a fighter. His fighting abilities are still based on his being a 1st level fighter.

CLERIC:		Spells*		
Level	Experience	1	2	3
1	0-1,500	1	-	-
2	1,501-3,000	2	-	-
3	3,001-6,000	2	1	-
4	6,001-13,000	3	2	-
5	13,001-27,500	3	3	1
6	27,501-55,000	3	3	2

* Clerics get additional Spells by Level if they have a Wisdom of 13 or greater.

FIGHTER:

Level	Experience
1	0-2,000
2	2,001-4,000
3	4,001-8,000
4	8,001-18,000
5	18,001-35,000
6	35,001-70,000
7	70,001-125,000
8	125,001-250,000

MAGIC-USER:		Spells		
Level	Experience	1	2	3
1	0-2,500	1	-	-
2	2,501-5,000	2	-	-
3	5,001-10,000	2	1	-
4	10,001-22,500	3	2	-
5	22,501-40,000	4	2	1
6	40,001-60,000	4	2	2

THIEF:

Level	Experience
1	0-1,250
2	1,251-2,500
3	2,501-5,000
4	5,001-10,000
5	10,001-20,000
6	20,001-42,500
7	42,501-70,000
8	70,001-110,000
9	110,001-160,000

CLERICS vs. UNDEAD

A good or evil cleric (not a neutral one) has a certain influence on undead. He extends this influence by using the Turn command in the Combat Menu. His level determines how many undead and what kind he can influence. Evil clerics can make undead either neutral or friendly to the party. Good clerics can drive the

undead away and may be able to destroy them if the cleric is of a high enough level and the undead are of a low-enough level.

The following is a list of undead in increasing order of power and what minimum level of cleric a character has to be to have any influence over them. Low level clerics generally have a chance, not a certainty, of affecting undead.

Undead Type	Minimum Level of Cleric
Skeleton	1st
Zombie	1st
Ghoul	1st
Wight	1st
Wraith	3rd
Mummy	4th
Spectre	5th
Vampire	6th

GLOSSARY OF AD&D® GAME TERMS AND COMPUTER TERMS

Ability Scores. These are numbers that describe the attributes of the characters. There are six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. For the most part, the range of numbers runs from 3 to 18, the higher the better.

Adventurer. This is a term for one of the characters you play in this game.

Alignment. This is the basic philosophy of a character. See Alignment in the What are Characters? section of the rule book.

Character. This is another name for one of the persons you play in the game. A party consists of several characters.

Command. A one or two word option in a menu. Activating that command allows you either to view another menu or have your characters perform an action.

Encounter. This is what happens when a party meets a monster. You are given a menu of choices of how you want to handle the situation.

Enter. The act of giving a command to the computer. How this is done varies depending on the computer.

Experience Points (XP). Every encounter the characters have yields experience points for every character depending on how successful the encounter was for the party. A character who gains enough XP can advance a level if he has enough gold for training.

Facing. In combat, a character faces a certain direction. An attack from the direction he is not facing has a greater chance of doing damage. A character will always face an opponent if he has only one opponent.

Hit Points (HP). This is a measure of how healthy a character is. Damage from weapons subtracts hit points from the character's total. When he has lost all of his hit points, he is unconscious and dying. If his wounds are bound by another party member, he is simply unconscious.

Icon. This is the small picture of a monster or a character seen in the initial stages of an encounter and during combat. Character icons can be altered using the Alter command in the Camp Menu.

Initiative. This is a semi-random determination of which character in a combat acts first. The characters with higher dexterities have a better chance for a higher initiative.

Level. This describes the power of a number of different items. The power of characters, dungeons, monsters, and spells are all described with levels.

Character Level. This is a determination of how much experience a character has. The higher the level, the more experienced and important the character is. High-level spellcasters can cast high level spells.

Dungeon Level. This is a measure of how far down in the earth a dungeon is. For the most part, the further down one is, the more ferocious the monsters. Thus, a high-level dungeon refers either to how deep it goes or the relative toughness of the monsters.

Monster Level. This is a measure of how powerful monsters are. The higher the level, the more powerful the monster.

Spell Level. Spells come in degrees of difficulty. The higher the level of the spell, the higher the difficulty. Only very experi-

enced magic-users and clerics can learn high level spells.

Magic. This term covers spellcasting, enchanted items, and any other application of the supernatural.

Melee Combat. This is hand-to-hand combat with weapons such as swords, spears, and fists.

Missile Combat. This is ranged combat with weapons such as bows and arrows, crossbows and quarrels, and slings and slingstones.

Monster. This term actually includes human and other player races as well as such creatures as ogres and dragons. In general, if it isn't part of your party, it's a monster. Monsters are not necessarily hostile. Some may be helpful. That's what the Parlay command in the Encounter Menu is for.

Non-Player Character (NPC). This is a member of a player character race who is not controlled by the player. Some NPCs can be brought into a party.

Party. The group of adventurers you form to perform the missions you are given. A party can be reformed for each adventure, and even altered during the course of an adventure.

Player Character (PC). This is a member of a player character race who is controlled by the player. The characters in your adventuring party are PCs.

Spell. This is a magic incantation that can alter the nature of reality. Both magic-users and clerics can cast spells after memorizing them. If the spell is cast, it is gone from the user's mind and must be re-memorized.

Spell Book. The book a magic-user carries his spells in. If he doesn't have a magic book, he has no spells to memorize.

ARMOR AND WEAPONS PERMITTED BY CHARACTER CLASS

Class	Armor	Shield	Weapons
Cleric	any	any	club, flail, hammer, mace, staff
Fighter	any	any	any
Magic-User	none	none	dagger, dart, staff
Thief	leather	none	club, dagger, dart, sling, one handed swords

WEAPON LIST

Name	Damage vs. Man Sized	Damage vs. Larger Than Man Sized	Number of Hands	Class
Axe, Hand	1-6	1-4	1	f
Bardiche+	2-8	3-12	2	f
Bastard Sword	2-8	2-16	2	f
Battleaxe	1-8	1-8	1	f
Bec de Corbin+	1-8	1-6	2	f
Bill-Guisarme+	2-8	1-10	2	f
Bo Stick	1-6	1-3	2	f
Broad Sword	2-8	2-7	1	f,th
Club	1-6	1-3	1	f,cl,th
Dagger	1-4	1-3	1	f,mu,th
Dart	1-3	1-2	1	f,mu,th
Fauchard+	1-6	1-8	2	f
Fauchard-Fork+	1-8	1-10	2	f
Flail	2-7	2-8	1	f,cl
Fork, Military+	1-8	2-8	2	f
Glaive+	1-6	1-10	2	f
Glaive, Guisarme+	2-8	2-12	2	f
Guisarme +	2-8	1-8	2	f
Guisarme-Voulge+	2-8	2-8	2	f
Halberd+	1-10	2-12	2	f
Lucern Hammer+	2-8	1-6	2	f
Hammer	2-5	1-4	1	f,cl
Javelin	1-6	1-6	1	f
Jo Stick	1-6	1-4	1	f
Long Sword	1-8	1-12	1	f,th
Mace	2-7	1-6	1	f,cl
Morning Star	2-8	2-7	1	f
Partisan+	1-6	2-7	2	f
Pick, Military	2-5	1-4	1	f
Pike, Awl+	1-6	2-12	1	f
Quarterstaff	1-6	1-6	2	f,cl,mu
Ranseur+	2-8	2-8	2	f
Schmitar	1-8	1-8	1	f,th
Short Sword	1-6	1-8	1	f,th
Spear	1-6	1-8	1	f
Spetum+	2-7	2-12	2	f
Trident	2-7	3-12	1	f
Two-Handed Sword	1-10	3-18	2	f
Voulge+	2-8	2-8	2	f
Composite Long Bow *	1-6	1-6	2	f
Composite Short Bow *	1-6	1-6	2	f
Long Bow *	1-6	1-6	2	f
Heavy Crossbow#	2-5	2-7	2	f
Light Crossbow#	1-4	1-4	2	f
Short Bow *	1-6	1-6	2	f
Sling	1-4	1-4	1	f,th

+ Polearm * Must have ready arrows to fire.

f=fighter, cl=cleric, th=thief, mu=magic-user

Must have ready quarrels to fire.